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Servants of the Blood Moon

by Ree Soesbee

Something horrible has happened...

Deep in the elven forests of Myereth, the ancient rowan trees spread white boughs above a sacred site. Pillars of stone twist like some strange form of vine, curling among the branches and reflecting the light of a silvery moon. The forest is silent and beautiful, protected since the dawn of time by a powerful Unicorn.

Something that can never be repaired...

Now, Myereth runs with blood, and the rowan trees have begun to wither and die. In the center of the Rowan Grove, the bloodied bodies of the last elven warriors of Myereth lie scattered and broken. Over them stands a dark-robed sorcerer lifting the bloody skull of a creature that may once have been a horse – with a single, ivory horn.

The time has come for innocence to die...

The elves of Myereth are fading, their glamour lost, their forest rotting from the inside. A blood ritual has cursed the sacred grove, and the Unicorn has been destroyed. Only true heroes have the courage to save the elven nation. Only those with legendary skill can hope to emerge victorious against the Servants of the Blood Moon.

The time has come for a new legend to be born.

Servants of the Blood Moon

by Ree Soesbee

Requires the use of the *Dungeons & Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast®

Servants of the Blood Moon is a d20 System adventure booster designed for 3-4 characters levels 7-10. It can be played as a standalone adventure or dropped into any ongoing campaign setting.

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How to Use This Product

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a single session, and it makes for an excellent evening's gaming. To prepare yourself to run it, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

Dungeons and Dragons®

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition,* published by Wizards of the Coast.® You won't be able to run this adventure without it.

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Servants of the Blood Moon

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DM Background

Deep in the elven forests of Myereth, ancient rowan trees spread white boughs above a sacred site. Pillars of stone twist like some strange form of vine, curling among the branches and reflecting the light of a silvery moon. The forest is silent, and beautiful, protected since the dawn of time by a powerful Unicorn.

The elven forest of Myereth is well known throughout the world as a safe haven of good and peace, a place where evil cannot stand to enter and where the trees weep healing tears upon those injured within its boundaries. Any player character elves know of the forest, its healing properties, and its legendary beauty. They may have heard of it as a legend, or they may have visited its mystic shrine when they were children, brought along on a pilgrimage by other elves.

But something has gone terribly wrong. Refugees from Myereth, terrified and confused, are flooding into other elven cities. They speak of a great evil that has conquered the forest, one that has killed the body of the immortal Unicorn and tainted its spirit. Myereth runs with blood, they say, and the once-powerful rowan trees have begun to wither and die. In the center of the Rowan Grove, the bloodied bodies of the last elven warriors of Myereth lie scattered and broken. Those responsible call themselves the Servants of the Blood Moon, and they are led by a dark-robed sorcerer. The surviving elves do not know this evil man – all but one of those who fought against the Servants died – but they know that the sorcerer calls himself Tamarat.

He has butchered the Unicorn, the spirit of the forest.

The Myereth, and the elves, are dying.

Call to Arms

Numerous elven refugees escape from the Myereth Forest, and it is easiest to begin the adventure by giving the PCs an encounter with these sad, broken elves. Villages, cities, and even distant locales are going to hear of the horrors that have befallen the Myereth Forest, a name that any elf in the world knows. Myereth is a sacred place, a shrine, a holy site to all elven races. To hear that it has been assaulted and defiled should shake to the core even the most callous elf.

Some of these refugees actively come seeking the PCs (they know of the PCs by reputation) and plead with the heroes to restore their homeland. Some of them may even personally know one or more of the PCs from past adventures. Unhesitatingly, they use that connection to try to persuade the party to help.

"We lived in the city of Myr, deep within the Myereth Forest. One night, only a few short days past, we awakened to the sound of horrible, inhuman screams throughout the forest. It was like a nightmare. Our prince, Durathasalain, took his best men into the grove to discover its source.

They had hardly gone when the trees began to bleed.

Now, the entire forest runs with blood, and the ground has turned black. Of our finest soldiers, only Durathas returned – and he is gravely wounded. Our clerics cannot ease his pain or heal his injury, and he remains in an encampment only a short distance from the forest's edge. The city has turned to ruin. Many died, fleeing the terrors that now roam the Myereth.

Please, you must aid us. Our land was once rich and filled with magic. It can be so again. Travel to Myereth and meet with Prince Durathas. He will be grateful for your aid, and will tell you more than I can."

Rumors

As the characters make their way toward the Myereth, they meet with several bands of elven refugees. Some of these are peasants, farmers, or craftsmen. Others are highly ranked nobles. All are frightened, their packs filled with whatever they could carry from the forest as it died around them. Their stories are disjointed, but heroes who spend time speaking with them (using a Gather Information check at DC 10) can pick up the following rumors:

(Information in parentheses and italics is for the DM only.)

1. The sorcerer who has taken the forest is named Tamarat. He leads the Servants of the Blood Moon, and they've sacrificed the Unicorn for some evil purpose. *(True.)*

2. Just before the attack, a band of strangers – humans and dwarves – came through the city of Myr. They asked many questions and seemed interested in the Rowan Grove. I bet they had something to do with this. *(Partly true. The adventurers came to find Tamarat and stop him before he could sacrifice the Unicorn. They failed.)*

3. The Unicorn isn't dead. Tamarat is an elf, cousin to Prince Durathasalain, and because of his noble blood he can control the Unicorn. He's enslaved it and forced it to turn the forest to evil. *(False.)*

4. Deep beneath the Rowan Grove is a portal to an evil land. The trees were grown to hold the portal shut, and now that it has been defiled, the portal has opened, and the the passage to the evil land is free once more. *(Partly true, but it isn't an evil land beyond the portal. It is a captive .)*

5. The Unicorn's horn was magical, and Tamarat has used it to curse the forest. Now he lives in Myr, with a legion of undead, and he is raising devils to create an army. *(True.)*

6. Only powerful magic can restore Myereth. Someone must go into the sacred grove and touch the magic statue there. Then she will become a new Unicorn, and the forest will be saved. *(False. There isn't even a statue in the grove, much less a magic, shapechanging one.)*

7. A party of adventurers much like yourselves has already gone into the forest. Only one returned – and his hands and eyes had been removed. He sits at the edge of the forest, eating children as they flee. *(Partly true. Aloric is blind and mad, but he's staying near the forest because he thinks he can help the next party to go in.)*

The Elven Camp

Just within sight of the forest of Myereth, a large encampment has been erected. As many as 300 elves live here, all refugees from the cities, villages, and outposts within the blackened forest. Prince Durathasalain's tent stands in the center of the settlement. It has numerous banners waving in the wind in front of the main opening.

Once the player characters arrive at the encampment, they are met by a guard who requests to know their business. If he is told who the characters are, he treats them with respect and quickly escort them to the prince's command tent. Inside the settlement, the characters see many wounded elves, displaced families, and orphened children, huddled around small campfires. The heroes can tell by looking around that many elves must have been killed.

The guard around the encampment is heavy, but the soldiers don't attack strangers. They are watching for something more specific. If the characters ask their escort about this, he mumbles something about vicious undead and then says the prince will tell the heroes anything they need to know.

Once the heroes reach the Prince's tent, they only have to wait a few minutes after the guard announces their presence. Soon, the elven chancellor comes to eagerly invite them in.

Prince Durathasalain's tent is large, but not well-furnished. It is sparsely decorated with tables of maps. A single bed is cordoned to one side by hanging silks. The prince is a young adult by elven standards, although still decades old. He has an honest face and greets you warmly.

"Thank you for coming to help," Prince Durathas says. "I would lead you myself, but I cannot leave my people. Already, I have lost my entire family to this menace. I'm sure you've heard rumors that the Unicorn of the Forest has been destroyed. It is true. And with its death, an evil that has been held captive was freed – and the forest suffers. You must aid us, or the plague that strikes Myereth will spread until no land in the world is safe."

The prince gives the party all the information he has, and he shows them the roads that once gave entrance to the forest: one north, one south, and one east. The southern road is the only one that is not yet guarded by a horde of the undead and Prince Durathas encourages the players to use it.

Prince Durathas and his advisors tell the characters that the sacred grove was created hundreds of years ago by the elven gods. Its good magic was used to capture and contain a spirit of unthinkable evil, which is now free. The devil should be weak from its long imprisonment, but it grows stronger as it feeds upon the magic of the forest.

Killing the Unicorn was the key to freeing the beast. Durathas does not know how to recapture it without the Unicorn. When Tamarat killed the Unicorn, the Czatche (ZAT-che) was released from its prison.

The devil, or baatezu, Czatche is also known in elven legends as the "Blood Moon." His presence turns the land to blood. His servants are said to give Czatche their mortal souls in exchange for eternal life. Durathas tells the party that the one place they can get more information about the devilish Czatche is in the Library of Sythanai, within the city of Myr. Getting there is sure to be perilous, as Tamarat has seized the city with his undead soldiers. Add the growing power of the Czatche to their number, and the situation becomes dire.

The prince is willing to give the heroes anything within his power to grant – and within reason. He can only offer a few magic weapons (all of +1 magical ability), horses, food, and maps of Myr and the forest around the city.

Myereth Forest

Myereth forest is an ancient, elven wilderness with huge trees, sprawling vines, and elaborately shaped bushes dotting the landscape. In most places, the forest is very thick. Ancient oaks spread their wide boughs above shaded paths. From the road, you can see the marks of a tremendous numbers of travelers fleeing the forest. Clothing and other household items occasionally lay dropped by the roadside.

As soon as any ranger, druid or barbarian character enters the forest, they can immediately sense that something is wrong. No birds sing; no small animals move. The forest seems to be sick. The trees have wilted branches and leaves, as if some sort of plague is striking them. Even the ground seems infertile – dry, and crumbling.

The Southern Road

The heroes should head toward the Myereth forest by the southern road. If they choose any other means, they find only obstacles. The only way into the forest safely is to the south.

Outside the southern entrance to the forest is a small campsite. A single man rests by the fire, turning a small creature on a spit over the blaze. As the party approaches, the man waves angrily in their direction, mumbles, and then scoots over. He mumbles, then calls out an unrecognized name, as if calling to the heroes. If they do not respond – or if they reply and he recognizes that they are not his companions – he seems sorrowful and bitter. He shouts:

> "Come over here, then, if you want to know. I'll tell you, I will. Crazy, to go in, but with the blood and the demon, I bet you'd go. I knew it. I knew they'd fail, and I know you'll try anyway. You hear me? Aloric's my name! Ha!"

Aloric is mad. He was a member of the first mercenary party to enter the forest, before the Unicorn was killed. They were travelers from the north, and a perceptive hero (Spot, DC 25) might be able to recognize Aloric for who he is: a well-known ranger. Now he's just a blind madman, his eyes torn from their sockets. A *cure serious wounds* spell or better can ease his pain, and a *regeneration* spell can restore his eyes, but his madness is incurable. If the forest is healed, he recovers, but until then, he sits here and insists that his party will return for him when they've finished ridding the forest of evil.

Aloric, though blind, has very good senses. He is happy to talk to the heroes and to share with them his information, however fragmented. If the characters offer him food or are kind to him, he quickly warms up and begins talking.

> "My friends... the Northern Star adventurers... gone. Sorcerer named Tamarat. Black robes... horribly evil. We followed him to Myr. He released the devil. We failed.
>
> "Demon's called Czatche. Trapped. Unicorn horn was the key to open the grove. We couldn't stop it... Tamarat killed all the children. As soon as Tamarat discovered where the devil Czatche was imprisoned, as soon as he found the key, he came. We followed. Too late, too late. Sora... she was hung from tree to tree... belly ripped open. Tamarat fed the rest to Czatche... after the sorcerer had cut off the Unicorn's head and opened the prison.
>
> "Tamarat kept talking about awakening the Blood Moon. Some ritual. Tamarat needs the baatezu for something. Lyros, our mage, knew more. He went to the library, to look for a book on the ritual. Never came back.
>
> "We went to scout the grove. Found Tamarat... already performing the ritual. Too late, too late. Now, I don't know. The forest has turned to blood, and Tamarat is still searching for something. Find Lyros. He can help you. The library... the library. But don't go the grove alone..." Aloric's blind eyes become tearful, and his voice fades away into a fugue. He cannot be aroused except for food or sleep, and he seems to know no more than he has already said.

The party may camp here in peace or continue into the forest of Myereth.

Into the Woods

Inside the forest, the heroes find a series of paths leading through the forest in various directions. A sign points the way to Myr, down the largest road. As the heroes travel deeper into the forest, they begin to notice more signs of corruption.

> The forest, once green and fertile has turned disturbingly dark. The branches above you drip a strange red liquid: blood. The ground is stained with it, smeared by the passing of creatures. In the fallen, rotted leaves by the path, half-eaten bodies stare up at you, blank gazes dripping with pus. The stench of death lingers on the path, and a strange mist blows. Leaves rustle nearby, and more blood spatters your armor. Even now, you feel that you are being watched.

During their trip into the forest, the heroes are attacked by skeletons and zombies – no real challenge for the high-level characters. The one encounter of note is with osyluth, the "advanced troop soldiers" of Tamarat's armies. The devils serve Tamarat loyally, fleeing only if they believe it is impossible to win. If any of them escape, they go to Myr and warn Tamarat about the invaders.

Osyluth (1-3): CR 6. SZ L (outsider, evil, lawful); HD 5d8+10; hp 32; Init +4 (Improved Initiative); Spd 40 ft.; AC 17 (-1 Size, +8 natural); Atk: bite +9 melee (1d8+5), 2 claws +4 melee (1d4+2), sting +4 melee (3d4+2 and poison); SA spell-like abilities, fear aura, poison, summon baatezu; SQ damage reduction 10/+1, SR 22, baatezu; SV Fort +6, Ref +4, Will +6; Str 21, Dex 10, Con 15, Int 14, Wis 14, Cha 14; AL LE. Skills: Concentration +8, Hide +3, Listen +11, Move Silently +8, Search +8, Sense Motive +10, Spot +12. Feats: Alertness, Improved Initiative.

Myr

The city of Myr was once beautiful, pale, and sparkling against a dark-green background of leafy boughs. Now, it is a crumbling ruin, devastated by the devils that have taken up residency in the city streets and houses. Undead and baatezu roam freely, feasting on anything living that they can find, and the trees have turned red, their boughs dripping with blood.

The ground is stained, reddish, and molding, and the city buildings are smeared with a scarlet taint. Much of the city is covered in littered bodies. The flesh of animals decorates the buildings and trees. The place reeks of death.

Undead creatures, as well as more of the devils you have met within the forest, seem to have the run of the city, and their gleeful shrieks echo through the streets of Myr.

Over the tops of the bleeding trees, you see two large buildings. One, with its golden roof and spires, is obviously the palace. The other, elegantly made to blend in with the trees around it, is crowned by a statue of the elven god of knowledge. That, you suppose, is the library, the place where you can find the answers you need to defeat the evil that has seized Myereth Forest. It is tremendous, and the front doors stand open, crushed by some powerful force.

Now all you have to do is get there.

Undead roam the streets of Myr, and as the heroes make their way through the remnants of a once-proud city, they encounter quite a few threats. Listen to the party's plan of entry (hidden or overt), and judge the exact number of encounters accordingly.

The characters should meet with one to six wandering monster encounters as they move through the city. These encounters are with small osyluth groups *(see above)*, or with larger groups of wights, an unusual troupe of lawful **ghasts (hp 26 each)**, or other, more common undead.

Ghast (1-10): CR 3. SZ M (undead, lawful, evil); HD 4d12; hp 26 each; Init +2 (Dex); Spd 30 ft; AC 16 (+2 Dex, +4 natural); Atk: bite +4 melee (1d8+1 and paralysis), 2 claws +1 melee (1d4); SA Stench, paralysis, create spawn; SQ Undead, +2 turn resistance; SV Fort +1, Ref +3, Will +6; Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 14; AL CE. Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; Feats: Multiattack, Weapon Finesse (bite).

Wight (1-10): CR 3; SZ M (undead, evil); HD 4d12; hp 26 each; Init +1 (Dex); Spd 30 ft; AC 15 (+1 Dex, +4 natural); Atk: slam +3 melee (1d4+1 and drain), 2 claws +1 melee (1d4); SA energy drain, create spawn; SQ undead; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15; AL LE. Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Feats: Blind-Fight.

The Library of Sythanai

Once the heroes enter either of the front doors, they find themselves in the main hall. The place has been ransacked.

The Library of Sythanai was once a beautiful, white building, but it is now covered in blood and filth. The two front doors have been caved in, and bodies of townsfolk and librarians lie in chunks across the open entries. Beyond the front steps, you see the ransacked remnants of a library. It has been smashed, the shelves overturned.

1. Library Chambers

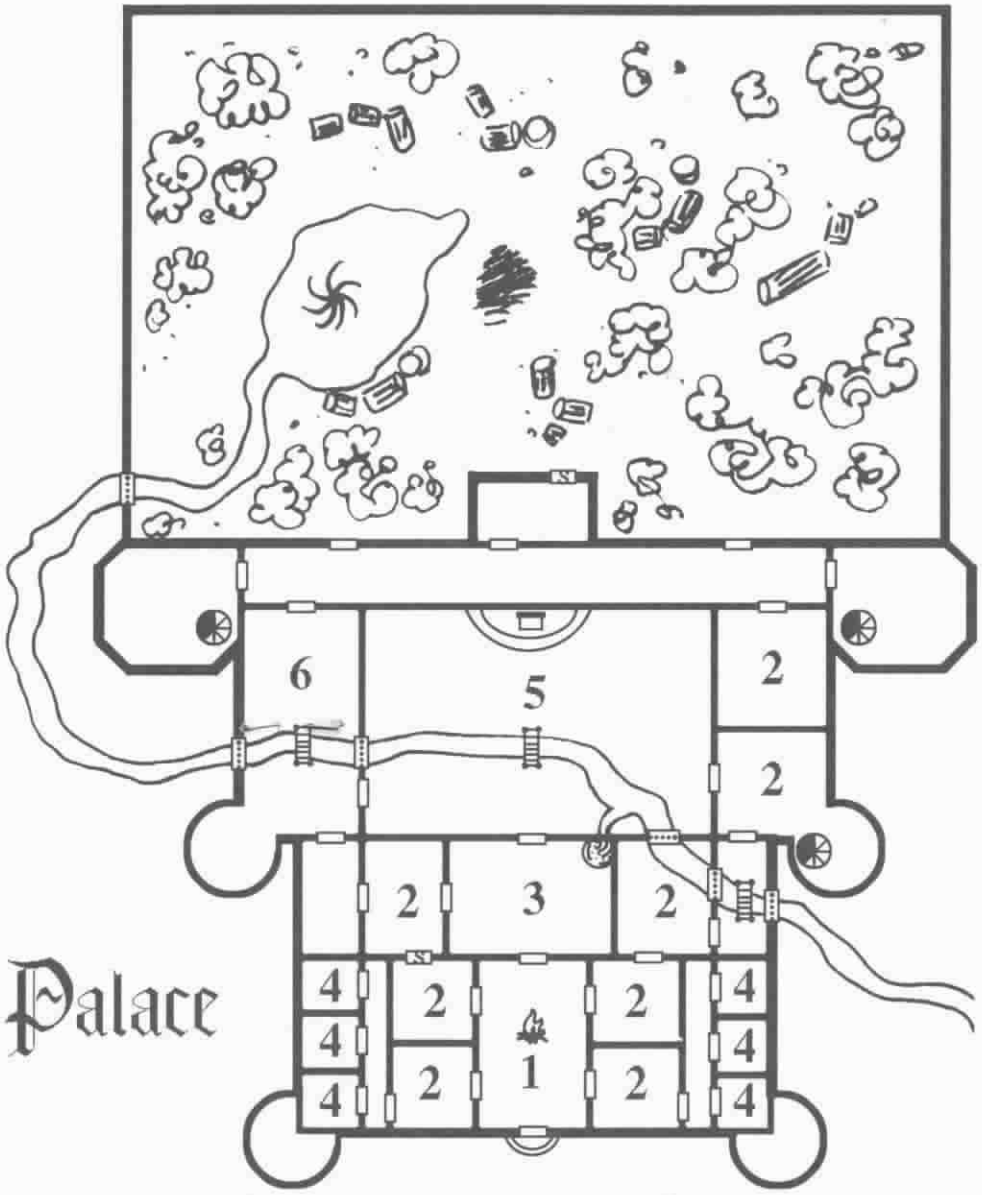
To the right, off the Main Hall of the library, is a door that leads into the private offices and personal quarters of the librarians. Each of their rooms looks similar: a low bed, a small chest, and a wardrobe filled with priest's attire. There are desks and some books. All of the rooms have been ransacked, and several townsfolk have been dragged here to be consumed by ghasts and a servant of the Blood Moon *(see page 14)*. Six of the ghasts are in the living quarters *(see page 10)*, there others are in the nearby personal chambers (randomly selected). The ghasts attack the party on sight. The library living chambers are all alike except for 1a, which is not a living area, but rather the reserve librarian's personal office. That room has a larger desk and no bed.

2. Head Librarian's Room

This was once the living quarters for Arathus, the Head Librarian of Myr. He was a pompous man. His room was opulent, with a magnificent bed. His desk seems used only for personal correspondence, and the golden quill he wrote with still lies fallen under his chair. Now this room is the home of a **Servant of the Blood Moon (hp 56)** *(see page 14)*. The servant is more canny than its attendant ghasts. If it hears the party coming, it shrouds itself in invisibility and waits until one of the heroes is alone, hoping to pick them off one by one.

If the room is searched, the heroes find the body of a rich merchant, well-gnawed upon and by something other than a ghast. The teeth are larger, and the claw marks are deeper.

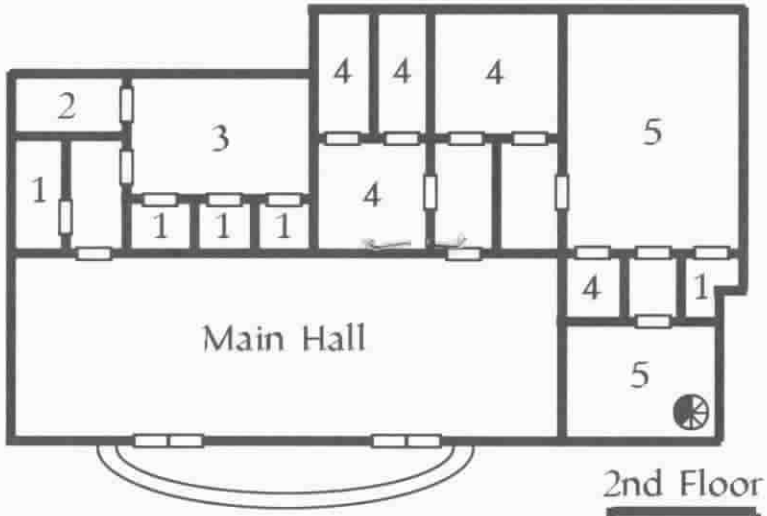
Servants of the Blood Moon



Palace

1. Foyer
2. Meeting/Council Room
3. Grand Council Chamber
4. Chamber/Small Study
5. Grand Throne Room
6. Chapel

- Door
- Secret Door
- Spiral Stairs
- Portcullus
- Bridge
- Bonfire
- Waterfall



Library

1. Librarians' Quarters
2. Head Librarian's Quarters
3. Living Area
4. Research/Meeting Room
5. Reserve Vault
6. Wizard's Vault

Permission to photocopy pages 8–9 is granted for personal use only.

The merchant is carrying 25 gp. There is a small, false bottom in the desk drawer (Search DC 10). Opening this reveals correspondence between Arathus and a man who signs his letters only as "Ta" The letters discuss several of the reserve books pertaining to the dark arts and a staff made from the horn of a Unicorn. In the last letter, Ta thanks Arathus for his help, saying that he will come for the *Book of Urileaus* and that Arathus's secret is safe – for now.

3. Living Quarters

This room was once the living quarters for the library staff. It has a large table, couches, a stove, and several small bookshelves. The table has been overturned, and the furniture has been scored by horrible claws. There are **6 ghasts (hp 26 each)** in this room, and they attack the party on sight.

4. Research/Meeting Rooms

The research rooms have been ransacked, and much of their contents has been burned in a large bonfire. Beyond that, these rooms contain only desks, chairs, and the remnants of rare books now torn, burned, and ruined.

5. Reserve Vaults

Rooms **5a** and **5b** are similar in purpose, thought not in construction. The door from the hallway into Room 5a is not locked, but it is closed. The heroes can hear movement in the room beyond, but when they open the door they find nothing but ruined bookshelves and shattered glass cases.

This room was once a reserve vault, protecting the most valuable books and items. Right now, it is the sanctuary of another **Servant of the Blood Moon (hp 56)** who became invisible just as the door was opening. Servants can see each other through their shroud of invisibility, so the one in the room can recognize another servant following the party. If so, both attack as soon as the party is completely within room **5a**.

If not, the servant waits until the party has turned its attention to the locked door into room **5b**. Then it attacks with the advantage of surprise.

If this room is searched (DC 10), the heroes find a *+2 dagger* and a set of *horseshoes of speed*.

Room 5b has been scorched by fire, its books destroyed and its glass cases turned to slag. The ceiling has been turned black by smoke. Several impact points mark a spell battle that occurred here, and there is a hole in the ceiling where a broken set of iron stairs once led into the upper tower vault.

Anyone who investigates the room (Search, DC 15) can determine that the fire was magical, burning too hotly to be normal flame. Investigating the magical scorch marks and other residue to identify the spells (Spellcraft, DC 15) reveals marks of both *fireball* and *lightning bolt* spells. A casual search finds the bodies of two more servants dead among the rubble.

6. Wizard's Vaults

Just up the twisted iron stairway (assuming the players use another means to ascend – the stairs cannot hold them), there is a bloody, badly burned corpse clad in the scorched remnants of a wizard's robes. The room is burned, though not as badly as below.

This seems to have once been a research room for wizards, and many of the half-burned books have titles such as *Yimkin's Invincible Shield*. They are, unfortunately, ruined. The body belongs to Aloric's companion, the mage Lyros of the adventuring party Northern Star. Tamarat came for the *Book of Urileaus*, found Lyros, and killed him. All that is left are Lyros's notes. Tamarat stole the original tome.

Lyros's notes reveal the following things. The servants of the Blood Moon are devils raised from beyond by the power of Tamarat's sorcery. They serve Tamarat so long as he has power over Czatche. Tamarat controls Czatche through a *wyrdstaff* fueled by the Unicorn's horn.

If the staff and horn are destroyed, Czatche will be fully freed – but Tamarat doesn't want that either. He wants the creature freed, true, but forced to serve him. However, Tamarat does not yet have the strength to complete the ritual. Given the choice between life and death, Tamarat will most likely free Czatche without the protective ritual and take his chances. If the Unicorn returns somehow, the devil will be imprisoned again. For now, however, Tamarat controls the power of Czatche.

The Palace

> The palace of Myr stands on what was once the most beautiful portion of the city, behind ancient oaks. Now, the fountains run with blood, and the golden doors are tarnished. As you watch, you see three devils walk into the building behind one of the rune-covered, undead servants.

This is where Tamarat stays: the sacred Rowan Grove, located behind the palace, shrouded by magic designed to keep it safe. The only way to enter the grove is through the palace, past the sorcerer and the servants of the Blood Moon.

1. Foyer

The first room beyond the golden doors is the foyer, a palatial entranceway. Inside, the characters see a revel in which devils bang on elf-skin drums. A huge bonfire burns, casting flickering shadows around the room. There are **13 osyluths (hp 32 each)** and **4 servants (hp 56 each)**. They attack on sight.

2. Meeting/Council Chambers

The palace has several meeting and council chambers scattered through the building. Most of these have only ruined couches or tables. In these rooms, the party has a 50% chance of meeting a pack of ghasts and osyluth.

Room 2a has a secret door to the north, hidden behind a large portrait of the elven king. The devils have not discovered this and have hung the dead body of an elven woman from the portrait. If the party lowers the corpse to the floor, they discover a hidden catch with a Search of DC10.

3. Grand Room

The remains of a tremendous feast lay scattered across a massive oak table. The center of the feast is the gnawed ribcage and body of a horse. No, not a horse: a unicorn! A waterfall in the northeastern corner of the room burbles merrily, in sharp contrast to the gruesome scene.

If heroes look in the waterfall basin, they find a silver key on a scarlet cord. This is the key to the chapel (Room 6). The door to the north is locked (DC 20), but this key doesn't fit it.

4. Chambers/Small Study

Several small chambers exist throughout the palace, intended for small meetings, guest quarters, and quiet conservatories. Other than various atrocities, elven bodies, and blood, these rooms hold nothing of real interest.

5. Throne Room

In the gardenlike throne room, green boughs grow from the ceiling arches. The grass is brown and dead, and the stream that flows through the place is brackish. On the throne at the far end of the room sits a black-robed sorcerer: Tamarat. He holds a large, black staff, topped by the gold and ivory horn of a unicorn.

"More adventurers? Your kind breeds like lice. You will die in agony, just like those before you. Servants: Amuse me." He sits back on the throne as 10 servants of the Blood Moon shiver into view. As they approach you, they fade away again, and Tamarat smiles.

"Kill them."

After the first two rounds, Tamarat joins the fight. Until then, he watches from within a *globe of invulnerability*. If the tide of the battle is against him, the sorcerer casts a *dimension door* spell to take him into the Rowan Grove.

Tamarat (half-elf, sorcerer): CR 12. SZ M; HD 12d4; hp 55; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+5 bracers of armor); Atk: dagger +6/+1 melee (1d4); SQ half-elf, low-light vision, immunity to sleep spells, +2 to saves against enchantments; SV Fort +4, Ref +4, Will +8; Str 10, Dex 13, Con 11, Int 18, Wis 10, Cha 18; AL NE. Skills: Concentration +11, Craft Wondrous Item +9, Hide +5, Knowledge (arcana) +8, Listen +5, Move Silently +2, Scry +10, Search +3, Spellcraft +12, Spot +5. Languages: Abyssal, Celestial, Common, Dwarven, Elven, Orcish. Feats: Dodge, Improved Initiative, Leadership, Spell Penetration, Spell Focus (Necromancy). Spells: *Animate dead, arcane mark, cause fear, chill touch, circle of death, contagion, darkness, darkvision, daze, detect magic, dispel magic, disrupt undead, enervation, fear, gentle repose, ghoul touch, halt undead, light, mage hand, magic jar, magic weapon, mending, prestidigitation, ray of enfeeblement, read magic, resistance, scare, spectral hand, unseen servant, vampiric touch.*

6. Chapel

A chapel lies before you, clean and undefiled. Sunlight streams through the stained-glass windows, onto an altar of the healer goddess Myrell. Beside it, a young elven woman in ill-fitting chain holds a sword at the ready. When she sees you, she looks hopeful and excited. "Come in quickly, before they see you! You will be safe here."

The doors to the north and south are blocked by tremendous piles of bone and dung, which can be moved through messily. Both doors are the same color as the cord of the key in the waterfall *(see Room 3)*. The key unlocks either door.

The stream that moves through the chapel is pure and drinkable. Food appears on the altar as needed, and the party can eat and rest in safety. The woman is a cleric named Alhani, a member of the Northern Star. She is a level 6 cleric and will offer healing to the party.

The devils cannot come into the chapel. It is still holy ground. Alhani will stay rather than follow the heroes into a fight. Still, she gives them a small talisman: a unicorn figurine made of a luminescent blue glass. The figurine cannot be broken. Inside is a faint firefly-like light. "This was on the altar when I arrived. It is a blessing from Myrell, protector of the forests. Take it. It may prove useful to you."

The Grove

The Sacred Grove is silent, its white trees twisted and warped. Collapsed pillars of stone litter the ground like a child's toys, and a smoking pit fills the air with sulphurous fumes. A nearby lake, fetid and black, sprays a fountain into the air, mocking the once-beautiful garden. Farther into the grove, near the edge of the pit, you hear chanting.

After escaping the battle in the throne room, Tamarat comes here to summon Czatche with the *wyrdstaff*. If the party attacks the sorcerer, he fights to the death. Czatche aids Tamarat as much as possible from within his prison beneath the ground – throwing rocks, uprooting trees, and causing earthquakes – but he cannot escape unless Tamarat completes the ritual or breaks the staff.

When Tamarat feels he cannot win, he tries to break the *wyrdstaff*. If he succeeds, Czatche the Blood Moon (a gelugon) escapes his imprisonment. After taking a moment to tear Tamarat to shreds, Czatche teleports away, laughing in victory. The heroes will no doubt hear from him again – someday.

If the heroes defeat Tamarat, they find the Unicorn's horn separates easily from the base of the *wyrdstaff*. When it does, the glass figurine begins to glow brightly. Placing the horn against the glass causes a brilliant flash as both vanish. A new Unicorn, sent by the goddess Myrell, appears before the party, and the nearby trees once more turn green and healthy. The Unicorn thanks the heroes before he leaves to heal the forest of Myereth, blessing them in the goddess Myrell's name.

Servant of the Blood Moon

Medium-Sized Outsider (Evil, Lawful)

These dark servants appear at first glance to be undead, but they are not. Their skull-like heads are actually made of chitinous bone covered in runes and enchanted symbols, and their tattered "robes" are actually vestigial wings they wrap around themselves to cover their sharp claws.

Although winged, a servant cannot actually fly. They stand about 6.5 feet tall, and their flesh is a sickening purplish-white. By shrouding themselves in their wings, servants have the ability to become invisible at will. This power takes one round to initiate, during which the servant can take no other action except to defend itself.

The servants are loyal to the greater devil Czatche the Blood Moon and obey him unquestioningly. They are often summoned by sorcerers trying to gain favor with Czatche. They work for anyone endeavoring to free their imprisoned master.

Hit Dice: 7d8+12 (56 hp)
Initiative: +4 (Improved Initiative)
Speed: 40 ft., glide 30 ft. (clumsy)
AC: 17 (-1 size, +8 natural)
Attacks: Bite +9 melee, 2 claws +4 melee
Damage: Bite 1d8+5, claw 1d4+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spell-like abilities, fear aura, wound, summon servant of the Blood Moon
Special Qualities: Damage reduction 10/+1, SR 22, baatezu qualities
Saves: Fort +6, Reflex +6, Will +4
Abilities: Str 15, Dex 15, Con 15, Int 13, Wis 12, Cha 14
Skills: Concentration +8, Hide +13, Listen +11, Move Silently +10, Search +8, Sense Motive +6, Spot +9.
Feats: Alertness, Improved Initiative
Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 10
Treasure: None
Alignment: Always LE
Advancement Range: 8-10 HD (medium-size)

Combat

Devils enjoy bullying those who are weaker than them, but servants are more likely to size up their opponents and choose a strategy. A favorite trick is to use their stealth to make party members suspect each other of treachery, causing dissension in their ranks.

Spell-Like Abilities: At will – *animate dead, charm monster, desecrate, detect good, detect magic, hold person, improved invisibility, magic circle against good,* and *suggestion.*

Fear Aura: As a free action, a servant can create an aura of fear in a 10-foot radius. This is like a *fear* spell cast by a level 12 sorcerer (save DC 17). A hero that saves successfully cannot be affected again by this servant's fear aura for one day. Other servants are immune.

Wound: A victim bitten by a servant loses an additional 2 points of damage each round until the wound is bound (Heal, DC 10).

Summon Servant: Once per day, a servant can summon another servant with a 60% chance of success.

Wyrdstaff

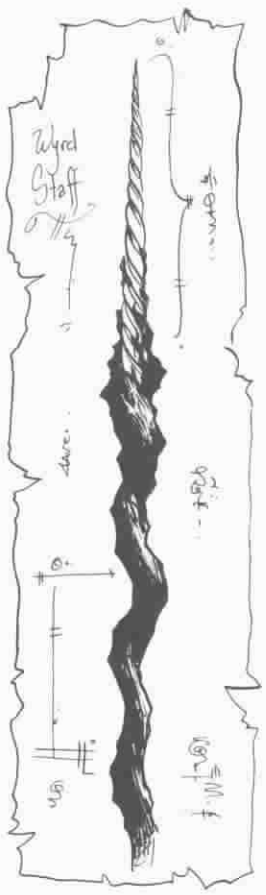
This staff fuels itself by magical sources. Magical rings, amulets, *ioun stones*, or other such items give the *wyrdstaff* wondrous abilities, but it eventually drains these mystical "batteries." An item gives the *wyrdstaff* a number of functions roughly equal to 1 charge per 2,000 gp value.

If the staff has no battery, it operates as a *wand of wonder* with five charges. When the *wyrdstaff* is given a battery, it has the following abilities:

Color Spray: 1 charge
Dimension Door: 2 charges
Globe of Invulnerability: 5 charges
Prismatic Spray: 10 charges

Particularly powerful batteries provide a number of charges determined by the DM and give the *wyrdstaff* additional powers. The Unicorn's horn (for instance) has 30 charges and provides the following additional abilities:

Cure Light Wounds: 1 charge
Charm Monster: 2 charges
Break Greater Seal (open any magically warded portal or prison): 15 charges



Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *color spray, dimension door, globe of invulnerability, prismatic spray; Market Price:* 30,000 gp. *Weight:* 5 pounds.